

Semaine Project and feasibility of different expressions for the MCS models

Notes from the paper (http://edesevin.free.fr/recherche_old/articles/iva2009.pdf): "Poppy is outgoing (extraverted) and optimistic; Spike is angry and argumentative; Prudence is pragmatic and practical; and Obadiah is gloomy and depressed."

Characteristics for Poppy	MCSFemale Lite Feasibility	Explanation
Smiling	High	There are two different sets of blendshapes supporting "smiling".
Attractive	High	The model has an attractive base look. There are several blendshapes that can change the appearance as well.
Facial symmetry	High	The model have a high facial symmetry.
High levels of general activities (more body movement, greater level of facial activation, greater level of gesturing, more frequent head nods, higher speed of movement)		
Positioned closer to user		
More eye-contact		
Possible Emotions		
Afraid	High	Blendshape "Afraid" exists.
Happy	Medium	Several blendshapes needs to be used to get a happy expression, other than just smiling. Could be difficult to produce a realistic-looking expression.
Surprised	High	Blendshape "Surprise" exists.
Disgust	High	Blendshape "Confused" exists that looks more like disgust.
Confused	Low/Medium	No single blendshape exists for the character to look confused. A combination of blendshapes might work.
Angry	Medium/High	A combination of blendshapes can be used so that the character looks angry.
Sad	Medium/High	A combination of blendshapes can be used so that the characters looks sad.